

AMENDMENTS TO THE CLAIMS

Claims 1- 15 and 25 are pending (claims 16-24 being withdrawn). Claims 1 and 11 are amended. New claim 25 has been added herein. Claims 1, 11, and 25 are independent.

1. (Currently Amended) A computer-implemented process comprising:
determining a size of a data structure;
when the size exceeds a predetermined limit, selecting a data streaming protocol when the size exceeds a predetermined limit and sending data of the data structure consistent with the streaming protocol; and
when the size does not exceed the predetermined limit, selecting a buffered data protocol [[otherwise;]] and, when a predetermined time interval has elapsed, sending data of the data structure consistent with the buffered protocol.
sending data of the data structure consistent with the selected protocol.
2. (Original) The process of claim 1, selecting a buffered data protocol further comprising serializing one or more data structures into a data transmission unit terminating with a delimiting code.
3. (Original) The process of claim 1, selecting a buffered data protocol further comprising including an end of data indicator for denoting when a data transmission vehicle is no longer in use.

4. (Previously presented) The process of claim 1, wherein the sending comprises:

streaming a header;

streaming the data structure;

streaming an acknowledge code.

5. (Original) The process of claim 1, selecting a data streaming protocol further comprising streaming the data structure by buffering a first portion of the data structure and streaming a second portion of the data structure.

6. (Original) The process of claim 1, further comprising selecting a data transmission vehicle from a pool of available data transmission vehicles.

7. (Original) The process of claim 1, further comprising selecting a data transmission connection from a pool of available data transmission connections using round robin selection.

8. (Original) The process of claim 1, further comprising formatting the data structure in accordance with at least one protocol chosen from a group consisting of: simple mail transfer protocol, POP3, hyper text transfer protocol, file transfer protocol and transfer control protocol/Internet protocol.

9. (Previously presented) The process of claim 1, further comprising using a data protocol for data transmission chosen from a group consisting of: HTTP transport, TCP transport, InterProcess Transport, InProcess Transport, SMTP transport and POP3 Transport.

10. (Original) The process of claim 1, further comprising selecting a transmission scheme chosen from a group consisting of: HTTP, SOAP.TCP, NET.TCP, MS.SOAP.XPROC, NET.IPC, MS.SOAP.INPROC, NET.INAPPDOMAIN, SOAP.MAIL, NET.MAIL and POP.

11. (Currently Amended) A computing system for handling messages comprising:

means for processing data from memory;

means for determining a size of a data structure;

means for selecting a data streaming protocol when the size exceeds a predetermined limit and means for sending a data structure using a data streaming protocol; and

means for selecting a buffered data protocol when the size does not exceed the a predetermined limit[;] and means for sending a data structure using a buffered data protocol when a predetermined time interval has elapsed.

means for sending data of the data structure utilizing the selected protocol.

12. (Original) The system of claim 11, the determining means further comparing the size to the predetermined limit.

13. (Original) The system of claim 11, further comprising:
means for prefacing the data structure with addressing information;
means for denoting an end-of-message.

14. (Original) The system of claim 11, further comprising means for exchanging information expressive of buffer size.

15. (Original) The system of claim 11, further comprising:
means for buffering a first portion of the data structure;
means for streaming a second portion of the data structure.

16. (Withdrawn) A computer readable storage medium having encoded thereon computer readable code, that, when executed by one or more processors, is configured to cause one or more processors to select a data handling vehicle based on determining availability of such chosen from a predetermined pool of data handling vehicles.

17. (Withdrawn) The computer readable storage medium of claim 16, the computer readable code configured to cause the one or more processors to select comprising computer readable code configured to cause the one or more processors to select from amongst a pool of streaming connections and a pool of buffered connections.

18. (Withdrawn) The computer readable storage medium of claim 16, the computer readable code configured to cause the one or more processors to select comprising computer readable code configured to cause the one or more processors to select between a streaming data handling capability and a buffering data handling capability based on a size of a data structure to be handled.

19. (Withdrawn) The computer readable storage medium of claim 16, the computer readable code configured to cause the one or more processors to select comprising computer readable code configured to cause the one or more processors to select a connection from the pool using round robin selection, and, when the pool is determined to be void of unused connections, create a connection.

20. (Withdrawn) The computer readable storage medium of claim 16, the computer readable code being further configured to cause the one or more processors to:

determine a size of a data structure to be handled;
compare the size to a predetermined threshold value;
base a choice of data handling modalities on the size and threshold value.

21. (Withdrawn) The computer readable storage medium of claim 16, the computer readable code being further configured to cause the one or more processors to:

first determine when a size of a buffered data structure exceeds a predetermined limit, and, when so, begin transmission of the buffered data structure, and, alternatively;

second determine when the buffered data structure is ready for transmission, and, when so, begin transmission of the buffered data structure, and, alternatively;

third determine when a predetermined temporal interval has passed beginning with initiation of buffering of the buffered data structure, and, when so, begin transmission of the buffered data structure;

iterate first, second and/or third determinations until transmission of the buffered data structure is initiated.

22. (Withdrawn) An apparatus comprising a computer-based product that is configured to:

first determine when a size of a buffered data structure exceeds a predetermined limit, and, when so, begin transmission of the buffered data structure, and, alternatively;

second determine when the buffered data structure is ready for transmission, and, when so, begin transmission of the buffered data structure, and, alternatively;

third determine when a predetermined temporal interval has passed beginning with initiation of buffering of the buffered data structure, and, when so, begin transmission of the buffered data structure;

iterate first, second and/or third determinations until transmission of the buffered data structure is initiated.

23. (Withdrawn) The apparatus of claim 22, the computer-based product being configured to:

select a transport from among a pool of transports;

initiate transmission of the buffered data structure using the selected transport.

24. (Withdrawn) The apparatus of claim 22, the computer-based product being configured to:

select a transport from among a pool of transports including InProcess, CrossProcess, HTTP, SMTP, TCP and POP3;

initiate transmission of the buffered data structure using the selected transport.

25. (New) A computer-implemented process comprising:

- determining a size of a data structure;
- when the size exceeds a first predetermined limit, selecting a data streaming protocol and sending data of the data structure consistent with the streaming protocol; and
- when the size does not exceed the first predetermined limit selecting a buffered data protocol and sending data of the data structure consistent with the buffered protocol when the data structure reaches a second predetermined size limit and system resources are available.